

Decision Path: Attack the Prophet

Goal: Kill the Prophet

Introduction:

You draw your weapons as the Prophet rises to her feet and dusts off her robe.

“Again you surprise me,” she says. “I will give a warning: I know your capabilities. I know you are about to die. You should flee.”

The Prophet moves faster than you expect and exits the room through a door in back, leaving you with her many guards.

Special Rules:

All Cultists summon normal Living Spirits instead of normal Living Bones.



You open the back door and see the Prophet at the end of a long hallway.



Hound Cultist Living Spirit



Damage Trap (x2) Stone Pillar (x2)

Maps:

- L2b
- J1a
- B2b
- B3b

“I can see the many futures you hold,” she calls out to you. “The many paths you could have taken. But you have made the wrong choices. The path you are on leads to your death. I will show you.”

The Prophet raises her hand, and your vision goes blurry. The hallway before you feels off-kilter, and your head spins. You lose your balance and fall to your knees, watching in horror as the scene in front of you vibrates and splits apart. The hallway slowly becomes two hallways heading off in different directions. The Prophet stands simultaneously at the ends of both.

“Turn back or die,” she says and then disappears behind the doors at the ends of the halls.



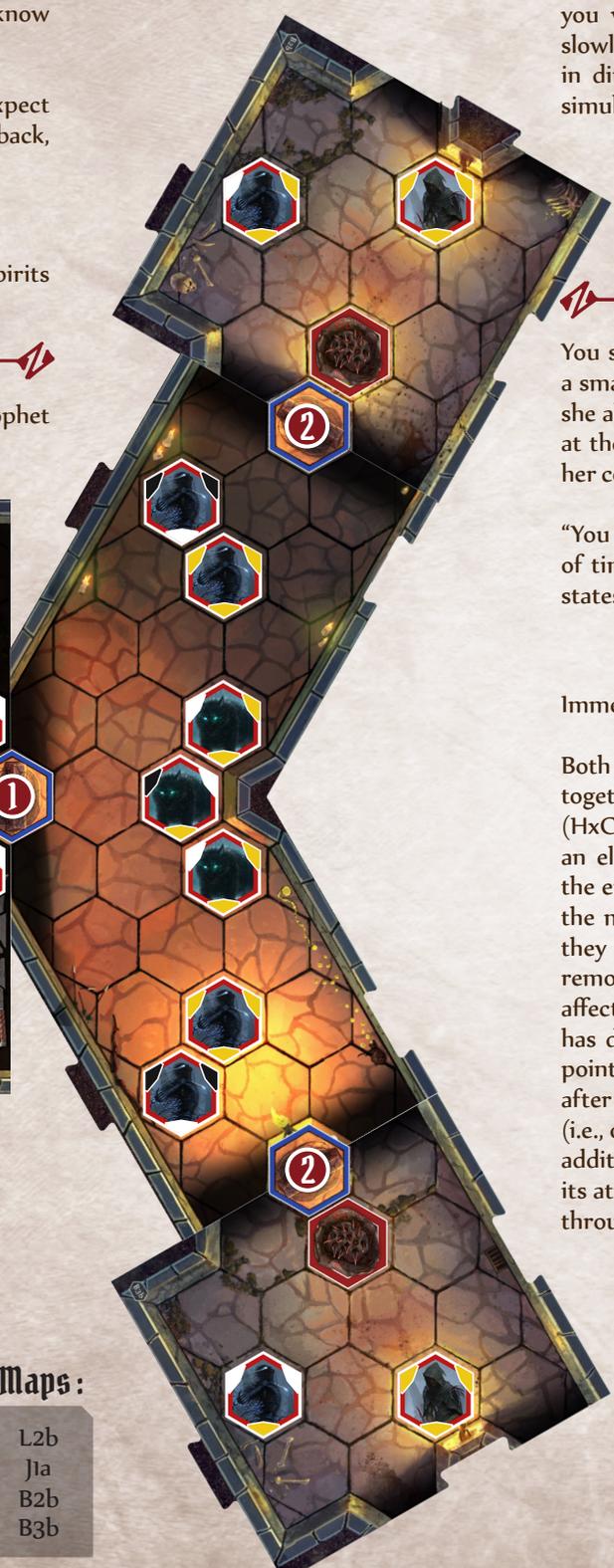
You see the Prophet standing at the back of a small room at the end of the hall. No doubt she also stands at the back of the other hall at the end of the other hall. You finally have her cornered, but she doesn't look concerned.

“You do not understand the infinite strands of time spreading out in all directions,” she states. “You cannot hope to defeat me.”

Special Rules:

Immediately open the other door **2**.

Both the elite Cultists on the two B tiles together are the Prophet. They each have $(HxC)/2$ hit points (rounded up), where H is an elite Cultist's regular hit point value. At the end of each round, remove damage from the more damaged of the two Cultists until they have the same amount of damage and remove any negative condition that is not affecting both of them. If one of the Cultists has damage equal to or greater than its hit points, it only dies at the end of the round, after the Cultists' hit points are evened out (i.e., one can only die if the other also dies). In addition, the Prophet gains advantage for all its attacks. The Prophet cannot enter or pass through doors **2**.



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Conclusion:

The Prophet grunts as you strike her one last time. A look of confusion crosses her face.

“A mistake...” she whispers. “I thought I understood. Your path... it opens up before you. But this path... for me... is closed.”

She falls over, and, as she lands, the two hallways and two rooms snap back into focus and instantly merge together, forming but a single hall, a single room, and a single corpse of a white-robed Orchid on the ground.

With the Prophet dead, you return to Ashtooth in the ruined tunnels as planned. The Orchids display little emotion as you relate what took place in the keep. They simply nod their heads and offer a reserved thanks.

“This is good,” Ashtooth says. “We had doubts the plan would succeed, but now the Prophet’s followers will disperse and return home. And you — you will once again have your freedom.”

Ashtooth leads you through another set of winding, forking paths until you arrive at an archway leading into the open air. Ahead you see a number of small ships moored to a pier.

“We must stay behind to see the rest of our plan through,” Ashtooth says. “But you should go. Take a ship and be free.”

As you go to leave, Ashtooth holds out a talisman to you. “Take this,” he says. “With it, you will always be welcome among my people. They are but a short journey from where we are. The Quatryls are farther south along the coast. And the one who sold you — I suspect he is headed back toward the western continent.”

Rewards:

“Empowering Talisman” (Item 017)
20 experience each

Where will you sail?

- ① Sail east toward the Orchids.
- ② Sail south toward the Quatryls.
- ③ Sail west back toward Gloomhaven.